

PHOBOS

Nr. 303, onsdag 27. februar 2002

Redaksjonelt

Så sitter man da her igjen, stirrer ut av vinduet, og prøver desperat å la seg inspirere til en ny, genial redaksjonelt-spalte. Utenfor kontorvinduet er det nok dessverre ikke noen inspirasjon å finne, bare dansende snefnugg som liksom ikke riktig vil finne veien ned på bakken – det ser nærmest ut som om de stort sett beveger seg oppover – men det kan jo ha sammenheng med de lokale vindforholdene i Henrik Ibsens gate. Trafikken har nok litt å i for snefnuggenes noe bisarre forsøk på å motbevise Newtons teorier om tyngdekraft.

Nå er det vel ingen nyhet at det faller litt snø i februar – det burde i det minste ikke være det, men med dagens klimaendringer (eller eventuelt mangel på slike, avhengig av hvilke forskere du foretrekker å lytte til) så kan man vel egentlig aldri være for sikker. Ikke for det, nå er det jo til og med de som mener at vi har for lite CO₂ i atmosfæren, og for alt vi vet kan det vise seg at det er de som egentlig har rett. Skjønt rett og rett, i så fall vil det vel gjerne vise seg at vi står overfor valg der ingen av alternativene er spesielt fristende.

Men nok om den almindelige miljødebatt for denne gang – la oss heller se hva vi kan gjøre med miljøet på klubben – er det noe vi kan gjøre for at miljøet skal bli bedre? (Og nei, jeg sikter ikke til resirkulering av papir, eller bruk av miljøvennlige terningposer. Det er i og for seg sikkert saklige og fornuftige spørsmål, men jeg tviler vel egentlig på om det vil ha noen nevneverdig nytte for klubbens medlemmer.)

Altså: Fungerer miljøet på klubben bra? Er det noe som kunne være bedre – noe som kan gjøres med enkle midler? Eller skal vi la godt nok være godt nok? Hvordan fungerer det egentlig å være en så vidt disorganisert og spredd spillklubb som ARES nå en gang er, med spilling to kvelder i uken, på to ganske så forskjellige steder? Har det blitt en spillklubb av det etter at vi slo klubbene sammen, eller fungerer vi fremdeles som to helt uavhengige entiteter?

Hvis du mener noe om hvordan miljøet i klubben burde være (eller ikke burde være) – skriv et leserbrev til Phobos, så kan vi kanskje få i gang en diskusjon.

EX CATHEDRA #202

Spalten til Johannes H. Berg (styremedlem i Ares, administrator for Arcon)

Kort spalte denne gang; tiden & arbeidspresset ellers tillater ikke noe mer...

Spillhobbyen er heldigvis fremdeles full av entusiaster og optimister! Vi har allerede tatt fatt på det andre året av Det Nye Årtusenet(TM©®) med en viss dose fortrøstningsfullhet og entusiasme, alle slags terroristangrep, krigshandlinger og nyere verdslige omveltninger til tross. Ja, er man litt mer kynisk enn undertegnede som regel liker å være, kan man jo faktisk si at krig & konflikter tross alt er nettopp det som nye spill blir til av, og derfor er **bra** for oss, om ikke for resten av verden...

Det er f.eks. snart å vente både fortgang i ARCON-arbeidet og et nytt nummer av IMAGONEM; to prosjekter som jeg for min del støtter med en helhjertet innsats. Dessuten kan vi håpe på at et planlagt stor-forbund for både simuleringsspillhobbyen, laiv, datanettverk-entusiaster, science fiction-fandom og andre relevante aktiviteter faktisk kan komme til å skape litt entusiasme i månedene fremover. Skjønt de som står bak den nye organisasjonen (startet på initiativ av TSPs uforlignelige Inge Carlén – med bl.a. Thomas Refsdal og undertegnede i interimsstyret) må nok tenke langsiktig, dersom de skal nå sitt første strategiske mål: En beskjeden etablering av et «sugerør i

Statskassen» – også kjent som offentlig støtte til barne- og ungdomsorganisasjoner.

Så får vi heller se hvor lang tid det vil ta å skaffe seg 1200 betalende medlemmer, og mins 25 medlemsforeninger i minst 10 fylker. Men den nye organisasjonen har id et minste en flott arbeidstittel: «Hyperion – norsk forbund for fantastiske fritidsaktiviteter» (N4F blant venner).

Johannes H. Berg

NESTE OSLO SPILLFORUM

**kommer like før neste
nummer av PHOBOS: 10/3**

Dermed får man merke seg datoen nå! Det er mulig å forhåndspåmelde seg til SimuleringsSpillHobbyens Selektive Sentralkomité (SSHSS), a.k.a. Johannes H. Berg, enten via hans rike utvalg av telefoner (22 14 11 20, 22 14 41 63, 22 79 60 00 eller 92 08 13 65, for å nevne noen), ved å melde seg direkte på et eller annet Ares-møte, eller eventuelt gjerne på e-mail: jhberg@fandom.no eller johannes.berg@tekniskmuseum.no (NB: ny jobb-adresse – nå uten bindestrek!)

PHOBOS

Medlemsblad for Ares — forening for simuleringsspill

Redaksjon:

Johannes H. Berg, Herman Ellingsen, Trond Jansen

Bidrag kan også leveres via Thomas Refsdal på Blindern

Utkommer til hver 2. og hver 4. onsdag i måneden (unntatt desember, da vi hopper over romjulen...)



THE RED ISLE

by A. A. Acevedo

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Denne modulen plukket jeg opp i New York ifjor; Avalon (og sikkert også Outlands) selger nå både den og de andre AEG-modulene, bl.a. *Tomb of the Overseers*, samt *Out of Body*, *Out of Mind*.

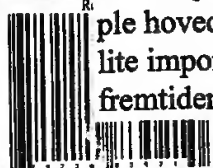
En kort gjennomgang med eksempler på dette nye, T20-system-deriverte modulformatet følger.

Denne nye modultypen har visse fascinerende sider: Selve «A4-på-langs»-formatet, for eksempel! Minner faktisk om noen sære fanziner fra 1970-tallets entusiastiske nye science fiction-fandom (er det noen av mine lesere som husker Ragnar Fyri og publikasjonene han ga ut, ville jeg faktisk blitt ganske så overrasket...).

Og jada, jeg vet at dormaetet er «Folio-delt-på-langs», ikke A4!) Dessuten har vi valgt å kopiere det over på «vanlig» rektangulære sider.

Opplegget bygger på at dette er både enkelt og billig – samt kort...

Noe av det sære her er hvor lite tekst man egentlig kan «komme unna med» å produsere, for ikke snakke om at man kan ta \$ 4 eller deromkring for det! Særlig det noe simple hovedkartet gjorde oss særdeles lite imponert. Men kanskje dette er fremtidens løsen på modulfronten?



Requires the use of the
Dungeons and Dragons Player's Handbook,
Third Edition, published by
Wizards of the Coast.

AEG

De fire sidene som er reproducert sammen her, utgjør faktisk ca. 75% av all «brøtsteksten» til dette eventyret! Jfr. det vi sa på første side av denne omtalen om hvor simpelt det hele var laget..

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CAPTAIN'S QUARTERS

This room is even more lavishly decorated than the last. There is an even larger canopyed bed in the center of the room, draped with piles of silks and lace. There are tapestries on the wall, hanging beside exotic weapons and trophies. An ornately carved writing desk sits against the northern wall beside a set of shelves filled with books and scrolls. Flash carpets line the entire chamber in thick, overlapping piles.

This room was once Alik's quarters. He has created shadows (hp 22, 11, 19, 18) with the scepter, but he does not control them. As a result, they have been sealed off this room, as Alik knows that they will attack anyone at entry. They push the PCs back into the stairway so they only have to fight one of them at a time.

Shadows (4): CR 3; SZ M (undead, incorporeal); HD 3d12; hp 22, 11, 19, 18; Init +2 (+2 Dex); Spd 30 ft.; fly 40 ft.; AC 13 (+2 Dex, +1 deflection); Atk: Incorporeal Touch +3 melee (1d6, plus Str); SA: Str damage (victim loses 1d6 Str; if Str is 0 or less, victim dies), create spawn (summoned killed by Str damage becomes a shadow under Alik's control in 1d4 rounds); SQ: undead, incorporeal; SV Fort +1, Ref +3, Will +4; Str +, Dex 14, Con -, Int 6, Wis 12, Cha 13; AL CE; Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. Feats: Dodge.

Once the PCs have defeated the Shadows they have time search Alik's room. While he has taken most of his treasure into the vault with him, they may find some of his old maps and charts here. These will fetch a decent price at the market (1,000 gp for the lot). If the PCs have not already guessed, they will find information that they are indeed marooned upon the Red e. There are maps and charts here, providing the exact location of the island and the surrounding waters. These may be sold for a tidy sum should the PCs find the right buyer.

There is secret door (DC 28) in this room as well. It is same as the door found in the First Mate's Quarters (see #3), except it has a magical lightning trap. If any PC enters the door (without disarming the trap), continue to the text below.

At the door, there is a doorframe there is a sudden sucking of energy or electricity draws in the doorway and then once into the room.

Lightning Blast Trap: CR 3; 5ft-wide, 500ft-long blast (3d6); Reflex save (DC 15) avoids; Search (DC 26); Disable Device (DC 26).

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28 stuck, 28 locked.

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Beyond the door is a narrow passage that leads to an iron door. This is the door to Alik's vault (see area #8). It is locked (DC 28) and trapped. If any PC opens the door (without disarming the trap), continue with the text below.

As the massive iron door begins to slide open you hear a sharp click. You watch in horror as a stone slab slides from the ceiling and blocks your exit! As you turn to push the door open and move into the next room it slams closed, trapping you in the small passageway.

This is a suffocation trap. The PCs have 1d4 rounds before all of the air is sucked out of the chamber. PCs can hold their breath for 2 rounds per Con point. After that, the PCs must make a Con check (DC 10) in order to continue holding their breath. The save must be continued each round, with the DC increasing by +1 for each previous success. When the PCs fail their check they begin to suffocate. They fall unconscious (0 hp), then drop to -1 hp, and suffocate in the third round.

Suffocation Trap: CR 5; one room; Search (DC 28); Disable Device (DC 30); suffocation damage.

Iron Door: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28 stuck, 28 locked.

This natural cavern has a high, vaulted ceiling covered with faint phosphorescence. The floor is covered with mounds and bags of coins. Golden chalices, ivory statuettes, jade figurines, and a multitude of other wondrous items litter the floor. Chests of jewels and precious gems overflow. This is truly the hoard of a pirate king.

Dominating the center of the room is an ornate well that seems to have been crafted of marble. You sense an evil presence from this area - the haunting feeling of death and unholy magic. Then the shadows within the well begin to stir and lift into the air. They are featureless except for the glowing red pinpoints of their eyes.

8. ALIK'S VAULT

The shadows flying from the well are actually wraiths (hp 32, 30) created with the scepter. They attack the PCs as soon as they enter the room. These men were loyal to Alik in life and obey his orders now as wraiths. Alik's ghost (hp 38) is here as well directing them. But he waits until the heroes are occupied with the wraiths before making his presence known. He uses his frightful moan during the second round of combat and then attacks the characters directly with his frightful gaze, horrific appearance, and telekinesis. He fights until destroyed.

1d4 Strength, 1d4 Dexterity, and 1d4 Constitution; If save is successful, target is immune for one day, corrupting gaze (anyone within 30 ft. who meets the ghost's gaze must make a Fort save or take 2d10 damage and permanently lose 1d4 Charisma), malevolence (the magic jar cast by a 10th-level sorcerer, except the receptacle is a living body, unless the target makes a Will save (DC 21); can be tried once per round, but a successful save makes the target immune for one day), telekinesis (once per round, as well, as if cast by a 12th-level sorcerer); SA: undead, incorporeal, rejuvenation (destroyed spirit that makes a level check (DC 12) restores self in 2d4 days unless its bones are given a proper burial), +4 turn resistance; SV Fort +3, Ref +2, Will +2; Str 13, Dex 16, Con -, Int 13, Wis 12, Cha 13; AL CE; Skills: Hide +8, Listen +8, Search +8, Spot +8.

CONCLUDING THE ADVENTURE

If the party manages to destroy the ghost of Alik the Red, a Search check (DC 30) reveals the Scepter of the Damned (see *New Magic Item* entry at the end of this adventure) at the bottom of the well, clutched in Alik's dead hand.

The vault houses a hoard fit for a king. The PCs can salvage the following if they manage to find a way to transport it:

Collectively, the chests and sacks contain a total of 10,000 gp, 1,200 gp, 500 gp, three jade statues (gem, nonmagical, 100 gp value each), twenty moonstones (gem, nonmagical, 60 gp value each), thirty pearls (gem, nonmagical, 12 gp value each), one black pearl (gem, nonmagical, 500 gp value), 100 gp value each, six wool tapestries (art, nonmagical, twelve pieces of gold jewelry (jewelry, nonmagical, 50 gp value each), an eye-patch with mock eye of sapphire (jewelry, nonmagical, 200 gp value), a +2 saber of mighty cleaving, a ring of water elemental command, a scroll of teleport and three pieces of water-breathing.

The scroll of teleport can be used to transport the party away from the island. The scroll was created by a 15th level caster and can be used to transport seven hundred and fifty pounds. They will most likely have to leave some of the treasure behind and return for it at a later date. The maps and charts found in the Captain's Quarters (see area #7) provide all the necessary information for a return trip to the island.

If the DM wishes to use The Red Isle as part of a larger campaign, here are a few adventure hooks that might stem from this experience:

- The PCs hire a ship to return to the island and claim the rest of Alik's hoard.
- The PCs may wish to take up residence on the island and use it as a base of operations for further adventures. They have the resources to restore the sanctuary with the treasure recovered from Alik's hoard.

2

BEGINNING THE ADVENTURE

The PCs have been marooned on the Red Isle, the legendary home of Alik the Red. They were traveling in a small sloop when a white squall struck and sank their ship. The details for the heroes' initial voyage are left to you, as DM, to establish. When you are ready to begin the adventure, after you've read or paraphrased the player background, do the same with the following:

You awaken with the sting of salt in your wounds and bile in your mouth. It's an effort to open your sand-caked eyes and take in your surroundings. You run a swollen tongue over your dry, cracked lips as you look around.

The cries of gulls and a mild, salty breeze welcome you to one of the most desolate and cheerless places you have ever encountered. You are lying on a narrow beach with your companions and the scattered, broken remains of Nova's Gwec. There is no sign of Captain Daniels or his crew.

Just off shore, three hundred feet away, is another ship lying in ruin atop jagged shoals.

The PCs have several options open to them. They can search the immediate area and establish a makeshift camp from the debris, they can swim out to the other wreck or they can climb the stairs and enter the caves.

The Red Isle is a small, rocky island about two miles long and a mile wide. Its craggy cliffs have been battered and worn by the sea, creating dangerous, jagged shoals around the majority of the island. The waves thundering and splashing against these rocks are a warning for ships to steer clear of their stormy grasp. Any attempt to navigate the shoals would surely end in disaster.

There is only one safe place to land a boat on the island. On the northernmost tip of the island is a narrow stretch of beach, hidden by a second, tiny island comprised entirely of jagged rocks. The beach, a narrow strip of coarse sand and scrubby grass, is a desolate place with few signs of life. There is little sign of wildlife, and with the exception of the grass and a few gnarled, stunted trees, there is no sign of plant life either. The PCs soon discover that the island holds little more than unrest and death.



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RED ISLE LOCATIONS

As the PCs enter each numbered area on the consult the entry listed here and read the boxed text aloud.

A. BEACH

This narrow beach consists of coarse brown sand, sea grass, and piles of driftwood. You see no sign of habitation; the island seems deserted. The beach cuts south for nearly 300 feet. There are a few stunted grass trees at the base of the rough cliffs. Except for the g there is no sign of wildlife either.

This beach is the only feasible landing point for the PCs. Over the years, the beach has given way to the weathered tide. Soon, this patch of land will erode away, leaving real access to the island.

B. WRECKAGE

You can see the wreckage of a ship just off shore appears to have run aground on the jagged sh between the Red Isle and a nearby island. The hull been pierced and is supported by a small group of rocks about 300 feet off shore. You see no sign of life on decks and judging by the weathered condition of her and hull, she's been a wreck for some time.

Alik's flagship, The Calling Bell, is aground on the shoals 300 feet from the shore, in water between 20 and 30 feet deep. Only the lowest level of the ship, the bottom section, is completely underwater. The prow, rear quarters and benches rest above sea level, but this takes on water through the holes in the hull d high tide.

Skarja the Sea Hag (hp 20) has claimed the wre ship as her lair. She does not leave the ship to attack PCs, but she defends her lair if they attempt to invest the wreckage. The Sea Hag has two trained sharks (hp 36) that defend her lair.

Skarja, Sea Hag: CR 4; SZ L (aquatic); HD 3d8+5; hp 20; Init +1 (+1 Dex); Spd 30 ft.; swim 40 ft.; AC 13 (-1 Size, + Dex, +5 natural); Atk: 2 claws +6 melee (1d4+4); Face/Reach: 5ft./10ft.; SA: Horrific Appearance (anyone who sets eyes on the hag must make Fort save (DC 11) or lose 2d8 points of temporary Strength damage), evil eye (3/day must succeed a Fort save (DC 11). Those who fail have a 25% chance of dying from fright. Any who survive fall into whimpering coma for 3 days. Negate with remove curse or dispel evil spell; SQ: SR 14, water breathing; SV Fort +2, Ref +2, Will +4; Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 10; AL CE; Skills: Knowledge (arcana) +4, Hide +3, Listen +9, Spot +9. Feats: Alertness.

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Wraiths (2): CR 3; SZ M (undead, incorporeal); HD 3d12; hp 32, 30; Init +7; Spd 30 ft.; fly 60 ft.; AC 15 (+3 Dex, +4 improved initiative); Atk: Incorporeal Touch +5 melee (1d4 and 1d4 permanent Con damage); SA: Constitution drain, create spawn (summoned killed by Str damage becomes a shadow under Alik's control in 1d4 rounds); SQ: undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15; AL LE; Skills: Hide +11, Intuit Direction +6, Listen +12, Spot +12, Search +10, Sense Motive +8; Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Alik's Ghost: CR 6; SZ M (undead, incorporeal); HD 4d12; hp 32; Init +3 (+3 Dex); Spd 30 ft.; fly 60 ft.; AC 13 (+3 Dex); Atk: Incorporeal Touch (1d4+1 corruption, 1d4+4 vs. ethereal); SA: manifestation (can affect things on material plane), frightful moan (all within a 30 foot spread make Will save or panic for 2d4 rounds; if save is successful, target is immune for one day), horrific appearance (any within 60 ft. who views ghost must make Fort save or permanently lose



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1d4 Strength, 1d4 Dexterity, and 1d4 Constitution; If save is successful, target is immune for one day, corrupting gaze (anyone within 30 ft. who meets the ghost's gaze must make a Fort save or take 2d10 damage and permanently lose 1d4 Charisma), malevolence (the magic jar cast by a 10th-level sorcerer, except the receptacle is a living body, unless the target makes a Will save (DC 21); can be tried once per round, but a successful save makes the target immune for one day), telekinesis (once per round, as well, as if cast by a 12th-level sorcerer); SA: undead, incorporeal, rejuvenation (destroyed spirit that makes a level check (DC 12) restores self in 2d4 days unless its bones are given a proper burial), +4 turn resistance; SV Fort +3, Ref +2, Will +2; Str 13, Dex 16, Con -, Int 13, Wis 12, Cha 13; AL CE; Skills: Hide +8, Listen +8, Search +8, Spot +8.

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- Another pirate may discover the island and begin a new campaign of piracy, under Alik's flag.
- The original creator of the wand (or a cult or anyone knowing about its power) wants it back.
- Alternatively, there could be no teleport scroll and the PCs are left to devise a way off the island.

Whatever the decision, the island can remain a useful tool for further adventures in any fantasy campaign.

NEW MAGIC ITEM

THE SCEPTER OF THE DAMNED

Artifact

Description: Created over a century ago by the lich Erelldan, this bejeweled scepter was bestowed with the power to create and control undead beings of darkness and death. The scepter is a three-foot long cylinder of gold and platinum topped with a black star sapphire. Its surface is covered in faintly etched runes and glyphs. This elegant rod is surprisingly light, considering the materials used in its creation. When held, it radiates a slight chill, and darkens the shadows around it.

A magical being, bent on the destruction of the living, created this item as a symbol of his power. Good-aligned characters should attempt to destroy this item, to stop it from further perverting the realm of the living.

POWERS

The following abilities are available once per day, at 18th level:

- animate dead per the spell. Undead animated by the scepter have a +4 to turn resistance as if they were 4 HD higher than normal.
- create undead per the spell. Undead created by the scepter have a +4 to turn resistance as if they were 4 HD higher than normal.

The following abilities are available twice per day, at 18th level:

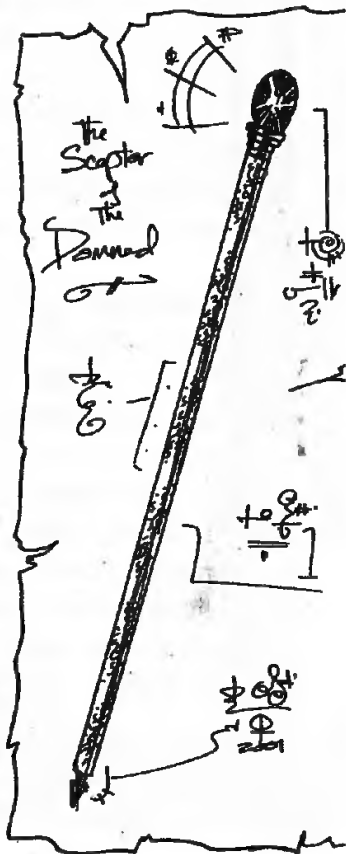
- speaking with dead per the spell.
- fear per the spell.

In addition, the scepter radiates evil permanently and the wielder gains a +4 deflection bonus to AC and +4 resistance bonus to saves per the spell *unholy aura*. The scepter provides the benefits of this spell at all times.

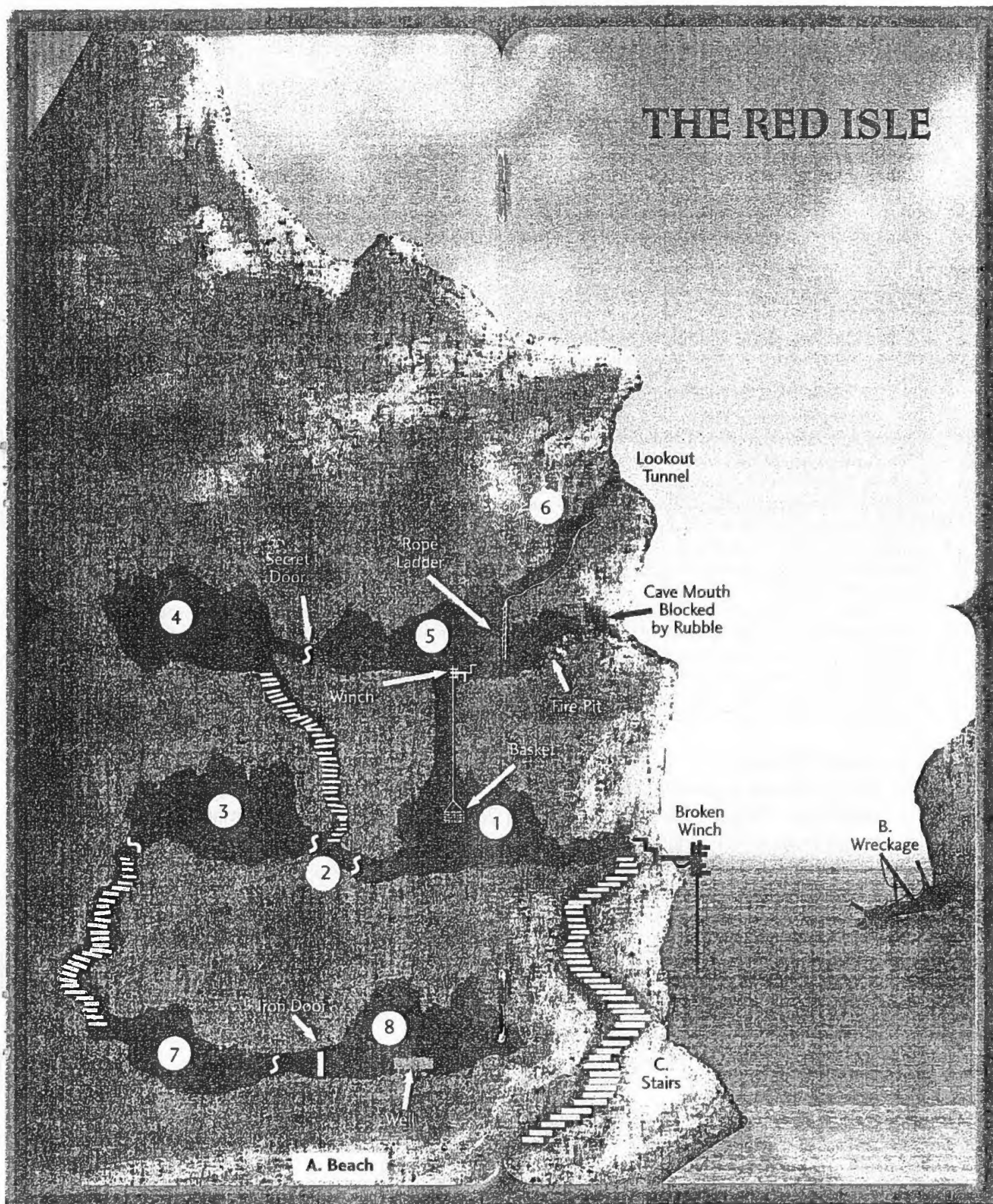
Once per week, if the command word is spoken Erelldan, the scepter can change shape into a broken ring, or amulet. The change is permanent until the power is used again.

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Center Level: 18th; Prerequisite: Craft Wondrous Item, animate dead, create undead, fear, permanency, speak with dead and unholy aura; Market Value: 50,000 gp; Weight: 3 lbs.



THE RED ISLE



Dette kartet er noe av det mer primitive og innholdsløse vi har sett, selv om det kanskje «tar seg bedre ut» enn tilsvarende produkter fra TSR & co. for 20 år siden!

ET SISTE FORSØK:

Vi skal vurdere om det er noe «marked» for den spørrekonkurransen vi forsøkte å starte opp i nr. 300, etter dette nummer av PHOBOS. Responsen har nemlig vært helt marginal! Det finnes ganske mange av våre medlemmer som kunne vært istand til å svare på de spørsmålene som stilles, men nesten ingen har giddet... Kommer det ikke inn en del svar frem til 12/3, blir dette ikke noen langvarig spalte i bladet vårt!

For sikkerhets skyld gjentar vi reglene + førsterunde-spørsmålene under (for 2. gang!)

«The Serial Quiz» eller Spørrekonkurransen-serie!

Vi starter denne spalten med å sette opp fem spørsmål (under). De kan besvares – NB kun skriftlig – ved å levere inn svarene på et ark til redaksjonen, på samme måte som med andre bidrag. Alle innleverte svar blir vurdert og poengsatt (etter en høyst differensiert verdiskala basert på vanskelighetsgrad) – og når nok svar er kommet inn, forhåpentligvis til neste PHOBOS, blir fasit gitt og en vinner for denne runden blir oppgitt. Spørrekonkurransen går løpende i alle nummer av PHOBOS i 2002, og en kvartalsvinner vil bli kåret før påske, før sommerferien osv. Dersom dette slår an blir det så en årsvinner («Ares QuizChamp 2002») i desember – kanskje t.o.m. med en «live» finalerunde, dersom det er jevnt mellom flere! Premieringen skal vi få komme tilbake til i neste nummer – men vi tror vi kan garantere at den blir spennende nok i seg selv...

Her kommer så egenaktivitets-innslaget inn: Deltagerne kan også score poeng ved å levere inn spørsmål til senere runder av konkurransen! Dommerne – PHOBOS-redaksjonen – forbeholder seg retten til å vurdere om spørsmålene er egnet, men ellers kan de være både lette og vanskelige; spørrekonkurransen går med poeng, som sagt. Det er ikke mulig å score mer enn 25-50% av svarpoeng-verdien ved å formulere et spørsmål – og man får ikke noe poeng i det hele tatt dersom ingen kan svare på spørsmålet! Likevel betyr jo dette at de som jobber med å holde prosjektet i live, vil tjene godt med poeng på det...

Spørsmål til Runde 1:

- 1) Mange kjenner godt til at E. Gary Gyga er berømt for å ha startet rollespillhobbyen ved å lage *Dungeons & Dragons* for over 25 år siden. Men hva het samarbeidspartneren hans, som egentlig bør ha minst like mye av æren for dette?
- 2) Når ble foreningen Ares, Norges eldste simuleringsspillklubb, startet?
- 3) Hva står ordet Dé i brettspilltittelen *Formula Dé* for?
- 4) Hvem startet den første norske spillbutikken, Tradition / AEH Hobby i Oslo?
- 5) Hva het grunnleggeren av det første simuleringsspillforlaget, Avalon Hill?